

THE GAME

In this the second thrilling instalment of the **STORM**, Wizard Agravain and Prince Storm are still battling on against the minions of Una Cum to rescue Storm's lady Corrine. However, in the meantime, Agravain's daughter, Silver, and her beloved Prince Frost are brought the news that Una Cum has finally acquired **THE FEAR**. This powerful legendary artifact **MUST** not fall into wrong hands – and Una Cum's certainly aren't the safest!

Setting off for the North and the monastery of the hermit monks where **THE FEAR** has always been kept, your task is to locate the small wooden casket which contains **THE FEAR** and restore it to its rightful place in the monastery.

Don't be tempted to pick any flowers en route though and watch out for any stray demons! More will be revealed when you load the game.

LOADING INSTRUCTIONS

464 – Press **CNTRL** and small **ENTER**

664/6128 – **I TAPE**

– Press **CNTRL** and small **ENTER**

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